Amendments to the Claims

This listing of claims will replace all prior versions, and listings of claims in the application.

- 1. (currently amended) A method for providing a Web service by a plurality of Web domains hosted by a computer, through a single IP address, the method comprising:
- a) For each of said the domains, allocating a server having a unique domain name and said the IP address, for providing said the service;
- b) Providing a wrapper, the wrapper being a software module for intermediating between a client of said the service and said the servers via the a standard communication protocol for communicating with each of said the severs servers;
- c) Upon receiving a request for connecting said <u>a</u> client to the one of said <u>the</u> servers in order to provide said <u>the</u> service:
- (i) Identifying the target domain name of said the request by interacting between said the client and said the wrapper via said the standard protocol;
- (ii) <u>Interacting Mediating the interaction</u> between said the wrapper and the server providing said the service which is associated with said using the target domain name by said the standard protocol;
- (iii) Establishing a communication channel between said the server and said the client utilizing said the standard protocol; and
 - (iv) Allowing said the server to provide said the service to said the client.

- 2. (currently amended) [[A]] The method according to claim 1, wherein the a username phrase being used includes the a username and the corresponding domain name, and the domain name is separated from the username by at least one character that does not or more characters which do not conform with the standard characters allowed in a username in the standard protocol.
- 3. (currently amended) [[A]] <u>The</u> method according to claim 2, wherein the username phrase is "user%domain" or "domain%user", in which "user" is the username, "domain" is the domain name, and "%" is any character which does not conform with to the standard protocol for such phrasing purposes.
- 4. (currently amended) [[A]] <u>The</u> method according to claim 1, wherein said the Web services are chosen from among any of HTTP, FTP, POP3, SMTP, MIRC, Telnet, SSH, Rtelnet, and Shell.
- 5. (currently amended) [[A]] <u>The</u> method according to claim 1, wherein each of said the <u>Web</u> domains <u>refer refers</u> to a different Virtual Dedicated Server.
- 6. (currently amended) [[A]] <u>The</u> method according to claim 1, wherein said the <u>IP</u> address is associated with a computer system running computer system is a <u>Unix-based system</u>, any dialect of Unix, Solaris, Linux (<u>including Red Hat</u>, Debian, SuSE, FreeBSD, etc.), AIX, HP/UX, Tru64, or Irix.
- 7. (currently amended) [[A]] <u>The</u> method according to claim 1, wherein each domain has its own instance of the server.

- 8. (currently amended) [[A]] <u>The</u> method according to claim 7, wherein the <u>server(s) servers</u> of <u>at least</u> some <u>or all the</u> domains share the same disk space.
- 9. (currently amended) [[A]] <u>The</u> method according to claim 8, wherein only one instance of <u>some or all of the server(s)</u> <u>a server</u> resides at <u>the a</u> Host, and <u>being is</u> referenced by hard links from the domains.
- 10. (currently amended) [[A]] The method according to claim 1, wherein the wrapper is kept active for the an entire session when the communication channel is open.
- 11. (currently amended) [[A]] The method according to claim 1, wherein the wrapper is kept active only until the requested server is identified, and the communication is handled handed to this the requested server.
- 12. (currently amended) [[A]] <u>The</u> method according to claim 1, further comprising providing a new shared library including additional functionality <u>compared</u> to the <u>an</u> original shared library to which the standard communication protocol refers.
- 13. (currently amended) [[A]] <u>The</u> method according to claim 12, wherein the additional functionality of the new shared library is added to the original shared library by hooking.
- 14. (currently amended) [[A]] <u>The</u> method according to claim [[12]] <u>13</u>, further comprising providing a buffer to each socket, for retaining temporarily the information received from the client, and reading the data from <u>said the</u> buffer if it is not empty, or from the socket if it the buffer is empty.

- 15. (currently amended) [[A]] <u>The</u> method according to claim 14, further comprising ignoring any write command until the buffer is empty.
- 16. (currently amended) [[A]] <u>The</u> method according to claim 1, wherein one the same encryption key is used for all domains on each Host.
- 17. (currently amended) [[A]] The method according to claim 1, wherein the wrapper is provided with information related to secured services of the target domain in plain text.
- 18. (currently amended) A system for providing a Web service to a client by a plurality of Web domains hosted by a computer, through a single IP address, the system comprising:
- a <u>plurality of servers</u>, each server for providing said <u>the</u> service for <u>a corresponding</u> <u>domain</u> each of said domains; and
- a wrapper, for intermediating between said the client and said the servers, such that communicating with said client is carried out via the using a standard communication protocol,

where for each request for connecting said the client said the server said the wrapper identifies the a target domain name by interacting with said the client via said the standard protocol, interacts with the server associated with said the target domain name via said the standard protocol, and enables said the server to provide said the service to said the client.

- 19. (currently amended) [[A]] <u>The</u> system according to claim 18, wherein the wrapper is active for the an entire session when the client is connected to the server.
- 20. (currently amended) [[A]] <u>The</u> system according to claim 19, wherein the wrapper is kept active only until the requested server is identified, and the communication is handled to this the requested server.
- 21. (currently amended) [[A]] <u>The</u> system according to claim 18, further comprising a new shared library including additional functionality <u>compared</u> to <u>the an</u> original shared library to which the standard communication protocol refers.
- 22. (currently amended) [[A]] The system according to claim 21, wherein the additional functionality of the new shared library is added to the original shared library by hooking.
- 23. (currently amended) [[A]] <u>The</u> system according to claim [[18]] <u>22</u>, wherein the additional functionality includes retaining temporarily the information received from the client via a socket into a buffer, and reading the data from <u>said the</u> buffer if <u>it the buffer</u> is not empty, or from the socket if <u>it the buffer</u> is empty.
- 24. (currently amended) [[A]] <u>The</u> system according to claim 23, further comprising ignoring any write command until the buffer is empty.
- 25. (currently amended) [[A]] <u>The</u> system according to claim 18, wherein <u>the</u> same one encryption key is used for all domains on each server.

- 26. (currently amended) [[A]] <u>The</u> system according to claim 25, wherein the wrapper is provided with information related to secured services of the target domain in plain text.
- 27. (currently amended) [[A]] <u>The</u> system according to claim 18, wherein each domain has its own instance of the server.
- 28. (currently amended) [[A]] <u>The</u> system according to claim 27, wherein <u>servers</u> the <u>server(s)</u> of <u>corresponding to</u> some <u>or all</u> of the domains share the same disk space.
- 29. (currently amended) [[A]] <u>The</u> system according to claim 28, wherein only one instance of some <u>or all</u> of the <u>server(s)</u> <u>servers</u> resides at <u>the a</u> Host, and <u>being is</u> referenced by hard links [[,]] from the domains.
- 30. (currently amended) A wrapper for handling the connection of clients to a plurality of Web domains hosted by a single Host, in which said the connection is handled over the standard communication protocol, by the wrapper providing a buffer to each socket for retaining temporarily the information received from the a client.
- 31. (currently amended) [[A]] <u>The</u> wrapper according to claim 30, further comprising providing the servers <u>hosting the Web domain</u> with additional functionality by hooking a new shared library to the <u>an</u> original shared library <u>of the standard communication</u> protocol.

- 32. (currently amended) [[A]] <u>The</u> wrapper according to claim 31, wherein, during the connection, "read" commands read the data from the buffer if it is not empty, or the data from the socket, if <u>said</u> the buffer is empty.
- 33. (currently amended) [[A]] <u>The</u> wrapper according to claim 30, wherein the connection further <u>comprises</u> <u>comprising</u> ignoring any write command until the buffer is empty.